

**Casino Dice Game**

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1 TITLE OF THE INVENTION  
23 Casino dice game.  
4  
56 BACKGROUND OF THE INVENTION  
78 This invention relates generally to the field of gaming, and more  
9 specifically to the field of games of chance using dice involving wagering.  
1011 Games of chance, and particularly betting games, must have certain  
12 attributes to make them attractive to players. Ideally, such games should have  
13 reasonable odds only slightly in favor of the house or bank. Further, such games  
14 should be easy to learn, understand, and play. Such games should also be  
15 exciting for all of those playing, and ideally pit each player against the house as  
16 opposed to against each other. Games with a large potential jackpot or top  
17 payout are often more exciting than those with a relatively small maximum  
18 payout.19 Such games of chance must also have certain attributes to make them  
20 attractive to the house. Such games must have a suitable house advantage, and  
21 preferably a relatively small cycle time between rounds of betting so that more  
22 rounds of the game can be played in any given period of time. Such games must  
23 be easy to administrate, learn, and play. Further, such games should attract a  
24 large number of players per table, and allow for excitement to build as a player  
25

1 does progressively better. The equipment for such games must be easy to  
2 maintain and is preferably inexpensive to manufacture.

3       The most popular casino betting games have all of these attributes to  
4 varying degrees. For example, blackjack, or 21, is a game that can attract up to  
5 seven players per table, is relatively simple to administrate, utilizes an  
6 inexpensive deck of cards and a screen printed felt tabletop that is easy to  
7 maintain or replace, and provides relatively quick cycle time between rounds of  
8 betting. The house advantage for blackjack varies with the strategy used by  
9 each player, but is always slightly in favor of the house. However, the maximum  
10 payout on any particular original bet of \$1 is only \$1.50, or 1.5 to 1. As such,  
11 only so much excitement can be generated by blackjack, and one usually does  
12 not observe large excited crowds huddled around the blackjack table.

13       In roulette, the maximum payout is 35 to 1, which is over twenty times that  
14 of blackjack and therefore more exciting to many people. However, the roulette  
15 wheel itself is relatively expensive to purchase and maintain, typically \$6,000,  
16 and the average cycle time per round is relatively high. Further, roulette only  
17 builds excitement for a short time, that is, when the ball is just about to land in the  
18 roulette wheel.

19       Craps is a game that can generate a tremendous amount of excitement  
20 among the players and nearby observers. Such excitement is due, in part, to the  
21 fact that other players are betting on the chance outcome of a pair of dice thrown  
22 by another of the players. As such, there tends to be a higher degree of  
23 supportive vocalization from the players not throwing the dice. Sometimes loud  
24 commotion from the players often results in the craps tables being jammed to  
25 capacity. Further, the rules in craps allow for the excitement to build as the

1 player continues to roll the dice. On the downside, craps is a somewhat difficult  
2 game to learn, understand, and play, and as a result is not appreciated by many  
3 gamblers. Further, the maximum payouts for craps are not nearly as high as, for  
4 example, roulette.

5         Several dice games are taught in the prior art. For example, U.S. Pat. No.  
6 4,312,508 to Wood on Jan. 26, 1982 teaches a die game that is administered by  
7 a dealer and allows for a number of players simultaneously. Other dice games  
8 are taught in U.S. Pat. No. 4,635,938 to Gray on Jan. 13, 1987; U.S. Pat. No.  
9 5,133,559 to Page on Jul. 28, 1992; and U.S. Pat. No. 4,247,114 to Carroll on  
10 Jan. 27, 1981. While such prior art games have several of the advantages listed  
11 above, none have all of the advantages of the present invention.

12         Clearly, then, there is a need for a dice game that allows for a continual  
13 building of excitement from the players and attracts a large number of players  
14 and observers. Such a needed game would have reasonable odds, and would  
15 be easy to learn, understand, and play. Such a needed game would also be  
16 exciting for all of those playing, and would pit each player against the house as  
17 opposed to against each other. Such a game would have a relatively large  
18 potential top payout for added excitement. Preferably, such a game would have  
19 a relatively small cycle time between rounds so that more rounds of the game  
20 can be played in any given period of time. The game would be easy to  
21 administrate and require relatively few decisions on the part of the player.  
22 Further, the equipment for such a game must be easy to maintain and is  
23 preferably inexpensive to manufacture. The present invention fulfills these needs  
24 and provides further related advantages.

1 BRIEF SUMMARY OF THE INVENTION

2  
3 It is an advantage of the present invention to provide a dice game that is  
4 easily understood and enjoyable to play.

5 It is another advantage of the invention to provide a dice game that is  
6 easily learned by those without specialized knowledge.

7 It is a further advantage of the present invention to provide a dice game  
8 that has easily understood rules for wagering.

9 It is an additional advantage of the present invention to provide a casino  
10 dice game that generates enthusiasm from players, the house and onlookers.

11 In accordance with a preferred embodiment of the present invention, a  
12 casino dice game comprises the steps of indicating to a plurality of gamers  
13 possible outcomes of at least one roll of two or more die, setting wagering odds  
14 for each outcome, having each of the plurality of gamers make one or more  
15 wagers on the outcome of the roll, having one gamer jumble the two or more die,  
16 determining the face-up number on each die, and distributing payouts according  
17 to the wagers made and the outcome of the jumbled dice.

18 Other objects and advantages will become apparent from the following  
19 descriptions, taken in connection with the accompanying drawings, wherein, by  
20 way of illustration and example, an embodiment of the present invention is  
21 disclosed.

1 BRIEF DESCRIPTION OF THE SEVERAL DRAWINGS

2  
3 The drawings constitute a part of this specification and include exemplary  
4 embodiments to the invention, which may be embodied in various forms. It is to  
5 be understood that in some instances various aspects of the invention may be  
6 shown exaggerated or enlarged to facilitate an understanding of the invention.

7 Figure 1 is an overhead view of a casino dice gaming table in accordance  
8 with a preferred embodiment of the present invention.

9 Figure 2 is an enlarged view of each players betting station.

10 Figure 3 is an enlarged view of a separate gaming section available to all  
11 players in accordance with a preferred embodiment of the present invention.

12 Figure 4 is an enlarged view of a second separate section available to all  
13 gamers in accordance with a preferred embodiment of the present invention.

14 Figure 5 is an enlarged view of another separate section available to all  
15 gamers in accordance with a preferred embodiment of the present invention.

16 Figure 6 is an enlarged view of the pit into which the dice are thrown in  
17 accordance with a preferred embodiment of the present invention.

18 Figure 7 is and enlarged view of a display board in accordance with a  
19 preferred embodiment of the present invention.

20 Figure 8 is an alternate embodiment of a casino dice gaming table in  
21 accordance with the present invention.

1 DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

2  
3 Detailed descriptions of the preferred embodiments are provided herein. It  
4 is to be understood, however, that the present invention may be embodied in  
5 various forms. Various aspects of the invention may be inverted, or changed in  
6 reference to specific part shape and detail, part location, or part composition.  
7 Therefore, specific details disclosed herein are not to be interpreted as limiting,  
8 but rather as a basis for the claims and as a representative basis for teaching  
9 one skilled in the art to employ the present invention in virtually any appropriately  
10 detailed system, structure or manner.

11 Turning first to Figure 1, there is shown an overhead view of a casino dice  
12 gaming table 10 in accordance with a preferred embodiment of the present  
13 invention. Casino Dice gaming table 10 has a plurality of gaming stations 13,  
14 one each for the maximum number of intended players or gamers. In the  
15 illustrated embodiment, there are nine gaming stations 13, one each for nine  
16 players. Figure 2 is an enlarged view of each players betting station 13. As can  
17 be seen in connection with gaming station 13 of Figure 2, the outcomes of a  
18 jumbled role of two dice is shown along the periphery of the gaming station 13.  
19 That is, each of the outcomes 2 through 12 is shown.

20 Gaming table 10 also includes high/low even/odd betting area 20, where  
21 particular bets on groups of dice roll outcomes may be placed, as is described in  
22 more detail in connection with Figure 3, below. Further, gaming table 10 includes  
23 doubles betting area 30, where particular bets on specific or groups of dice roll  
24 outcomes may be placed, as explained in more detail in connection with Figure  
25 4, below. In addition, gaming table 10 includes combination betting area 40,

1 where particular bets on groups of dice roll outcomes may be placed, as is  
2 explained in more detail in connection with Figure 5, below.

3 Gaming table 10 further includes a pit area 50 where the dice are thrown.

4 Pit 50 is described in more detail in connection with Figure 6, below. The dice  
5 game in accordance with the preferred embodiment of the present invention  
6 includes a display area 60, as described in more detail in connection with Figure  
7 7, below. Display area 60 may be connected or separate from gaming table 10.

8 Turning in more detail to Figure 2, there is shown an enlarged view of  
9 each player's betting station 13. As illustrated, each outcome of two thrown dice  
10 are shown along the inside periphery of the station 13 at betting locations 15, i.e.,  
11 the outcomes 2 through 12. The center number eight indicates that this is betting  
12 station 13 for player number 8, though each player's betting station 13 is the  
13 same, excepting for the center number. During game play, it is anticipated that  
14 player eight, for example, would place a chip representing a wager on a  
15 particular number or several numbers. After the dice were thrown, which may be  
16 done by any player in turn, player eight would win in accordance with the odds  
17 set by the gaming house if the dice showed the number that player bet upon.  
18 Otherwise, it is anticipated that player eight would lose his wager. It is  
19 anticipated in the illustrated embodiment that a wager must be placed at each  
20 betting station 13 and that the minimum wager would be \$5.00, though the  
21 particular betting rules may be modified and not depart from the present  
22 invention. At the beginning of player eight's turn, each player places their wager  
23 in their betting station 13 and in accordance with additional bets as described  
24 below. It is noted that not all nine betting stations 13 need be occupied, as the  
25 players are not playing against each other.



1 As an example, the payoff odds of the outcomes 2 and 12 may be set at  
2 30 to 1; the payoff odds of the outcomes 3 and 11 may be set at 15 to 1; the  
3 payoff odds of outcomes 4 and 10 may be set at 10 to 1; the payoff odds of  
4 outcomes 5 and 9 may be set at 7 to 1; the payoff odds of outcomes 6 and 8 may  
5 be set at 5 to 1; and the payoff odds of outcome 7 may be set at 4 to 1.

6 It is contemplated in the illustrated embodiment of the present casino dice  
7 game that each player takes a turn in succession. Each player's turn continues  
8 with dice rolls until the player no longer rolls a seven. Bets are placed before  
9 each roll.

10 Continuing attention to Figure 2, betting station 13 has shown a jackpot  
11 wager location 17. In the present embodiment, each of the players may place a  
12 jackpot wager 17 of \$1.00. The jackpot wagers of all players are collected and a  
13 percentage of the total jackpot wagers are separated as a jackpot. When any  
14 player has a succession of rolls, such as a succession of rolls of seven in the  
15 preferred embodiment, during the player's turn at throwing the dice, a  
16 predetermined amount of the jackpot is paid to each player that placed the  
17 jackpot wager 17 prior to the player's turn. In the anticipated embodiment, about  
18 76 percent of the jackpot wager bets are placed in the jackpot. Players place the  
19 jackpot wager 17 before the turn of any player. If that player rolls three sevens in  
20 a row, each player that placed a jackpot wager 17 before the rolling player's first  
21 roll receive \$25.00 from the jackpot amount. In the player rolls four sevens, each  
22 player that placed a jackpot wager 17 before the rolling player's first roll would  
23 receive \$100.00. For five sevens, each jackpot wager 17 player would receive  
24 \$500.00. For six sevens, each jackpot wager 17 player would receive \$2,500.00.  
25 For seven sevens, each jackpot wager 17 player would split the jackpot in equal

1 amounts. It is also contemplated that in the preferred embodiment, the jackpot  
2 would be artificially set to not fall below a pre-determined amount, e.g.,  
3 \$15,000.00.

4       Figure 3 is an enlarged view of a separate gaming section available to all  
5 players in accordance with a preferred embodiment of the present invention. In  
6 this betting section 20, each player may bet on the outcome of high 21, low 23,  
7 even 25 and/or odd 27, with each of these outcomes having payoff odds of 1 to 1  
8 in the illustrated embodiment. In the illustrated embodiment, the bet of high 21 is  
9 a bet that the dice thrown show one of the numbers 8 through 12; the bet of low  
10 23 is a bet that the dice thrown show one of the numbers 2 through 6; the bet of  
11 even 25 is a bet that the dice thrown show one of the numbers 2, 4, 6, 8, 10, or  
12 12; and a bet of odd 27 is a bet that the dice thrown show one of the numbers 1,  
13 3, 5, 7, 9, or 11. Each of bet high 21, low 23, even 25 and odd 27 have nine  
14 betting places, one for each of the nine players of gaming table 10.

15       Turning now to Figure 4, there is shown an enlarged view of a separate  
16 doubles betting section 30 available to all players in accordance with a preferred  
17 embodiment of the present invention. In this section, each player may wager on  
18 particular outcomes of the dice having the same number showing, or doubles,  
19 i.e., 1-1, 2-2, 3-3, etc. In the doubles betting section 30, each player may bet on  
20 the outcome of double 1's 31, double 2's 32, double 3's 33, double 4's 34, double  
21 5's 35, and/or double 6's 37, each with a payoff odds of 30 to 1, or any double 37  
22 with a payoff odds of 4 to 1. in the illustrated embodiment, though payoff odds  
23 may be changed without departing from the present invention. In the illustrated  
24 embodiment, the bet of double 1's 31 is a bet that the dice thrown both show a 1;  
25 the bet of double 2's 32 is a bet that the dice thrown both show a 2; the bet of

1 double 3's 33 is a bet that the dice thrown both show a 3; the bet of double 4's 34  
2 is a bet that the dice thrown both show a 4; the bet of double 5's 35 is a bet that  
3 the dice thrown both show a 5; the bet of double 6's 36 is a bet that the dice  
4 thrown both show a 6; and the bet of any doubles 37 is a bet that the dice thrown  
5 show 2's, 3's, 4's, 5's, or 6's. Each doubles bet 31, 32, 33, 34, 35, 36, and 37  
6 have nine betting places, one for each of the nine players of gaming table 10.

7       Figure 5 is an enlarged view of combination betting area 40, another  
8 separate section available to all gamers in accordance with a preferred  
9 embodiment of the present invention. In this combination betting section 40,  
10 each player may bet on the outcome of combination C1 at 43 and/or C2 at 45,  
11 with each of these outcomes having payoff odds of 1 to 1 in the illustrated  
12 embodiment. In the illustrated embodiment, the bet of C1 at 43 is a bet that the  
13 dice thrown show one of the numbers 2, 4, 6, 9, or 11; and the bet of C2 at 45 is a  
14 bet that the dice thrown show one of the numbers 3, 5, 8, 10, or 12. Each of bet  
15 C1 at 43 and C2 at 45 have nine betting places, one for each of the nine players  
16 of gaming table 10.

17       Figure 6 is an enlarged view of pit 50 into which the dice are thrown in  
18 accordance with a preferred embodiment of the present invention. Pit 50 may be  
19 of any particular circumference, and in the embodiment shown is approximately 3  
20 feet in diameter and has a downward sloping conical portion shaped edge 51,  
21 sloping into a holding area 53 to retain the thrown dice to urge the dice onto  
22 holding area 53. In the illustrated form, pit 20 has along edge 51 the payoff odds  
23 of a particular outcome of the two thrown dice, as well as the payoffs for each of  
24 three, four, five, six and seven consecutively thrown sevens. It will be  
25 appreciated that the size, shape, written indicia, etc. are of no consequence to

1 the present invention, though the preferred embodiments includes such features.  
2 In addition, camera 55 may be positioned to facilitate viewing and recording of  
3 the dice throws in pit 50.

4 Figure 7 is an enlarged view of display board 60 in accordance with a  
5 preferred embodiment of the present invention. Display board 60 may have any  
6 of a variety of information shown thereon. In the preferred embodiment, there is  
7 displayed the last several rolls of the dice 63, for example the last 10 rolls. In the  
8 illustrated embodiment, the rolls are shown as dice depicting the number of dots  
9 on the face of each thrown die, and the total of the two dice. In addition, display  
10 60 shows the jackpot amount 65 and depicts at 67 the payoff odds for throwing  
11 each of the outcomes 2 through 12, as well as the payoff amounts for the several  
12 successive rolls of seven, as explained above. In addition, display 60 will show  
13 the current roll 69 in real-time, i.e., a live depiction of the current roller's roll of the  
14 dice by way of camera 55.

15 Figure 8 is an alternate embodiment of a casino dice gaming table in  
16 accordance with the present invention. Figure 8 shows a gaming table for 14  
17 players, rather than the table of Figure 1 showing a table for nine players. In  
18 other respects, the table, though differing in layout, is in playing respects the  
19 same as described above.

20 It will be appreciated that many things may change and not depart for the  
21 present invention, such as the number of players, the payoff odds, the number of  
22 dice used and therefore the outcomes of rolls, and the available outcome wager  
23 selections, among others.

24 While the invention has been described in connection with a preferred  
25 embodiment, it is not intended to limit the scope of the invention to the particular

1 form set forth, but on the contrary, it is intended to cover such alternatives,  
2 modifications, and equivalents as may be included within the spirit and scope of  
3 the invention as defined by the appended claims.